20 YEARS!
1987-2007
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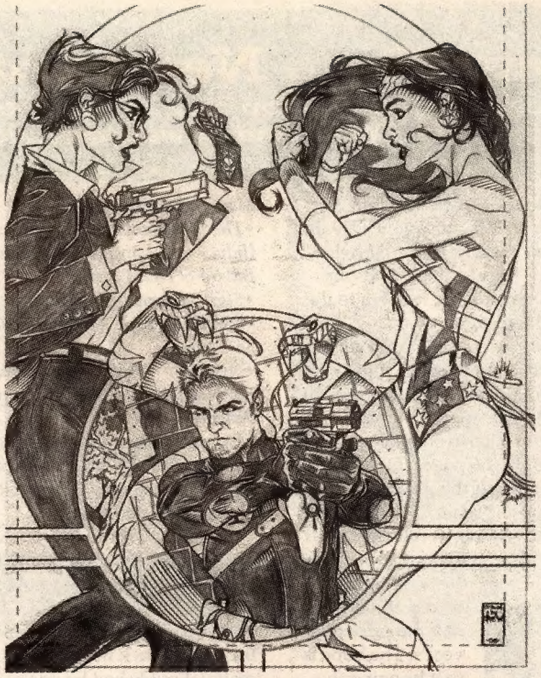
TARGET: WONDER WOMAN!

Picoult Begins Amazon Journey



Novelist *Jodi Picoult* has achieved tremendous success as a novelist—her best-selling works include ***My Sister's Keeper, Second Glance, The Tenth Circle, The Pact, and Plain Truth,*** some of which have been or are being made into movies. In early 2007, however, she will explore a new outlet for her talents as she begins her Amazon journey as writer of the relaunched ***Wonder Woman***—marking the first time in her two-thirds-of-a-century career that a high-profile female writer has masterminded Wonder Woman's exploits.

It was Picoult's most recent novel, ***The Tenth Circle,*** that brought her to the attention of editor *Matt Idelson;* the novel includes a section presented in graphic novel form, which demonstrated that Picoult had an affinity for the comics medium. So it was only natural that DC would approach her to take over ***Wonder Woman*** after *Allan Heinberg* ends his much-delayed five-issue run.

Picoult explained why she said yes. "First of all, my kids wouldn't let me say no!" she joked. "I have three kids, an 11-year-old, a 13-year-old and a 15-year-old, and I have what I refer to as my 'real job,' which is writing novels. It's extremely time-consuming, and different from writing comic books, which is partly why I said to myself, 'maybe I want to do this.'

"Also, it's a lot of fun to flex your muscles and do something a little different. I got a nice taste of writing comic books for ***The Tenth Circle,*** which is how DC found me, and although writing novels is a very solitary pursuit, writing comic books is not. You're working as a writer with your illustrator and your editor, and you're working within a framework and a history of what's been done before you and what's going to be done after you. And in that sense, it's a real challenge, and I like challenging things."

Once she had agreed to DC's offer, how did Picoult prepare for her five-issue run? "Well, I read almost anything I could get my hands on that had been written in the past about her some of which I'd read before, and some of which was new. I spoke extensively to the people at DC Comics—who are, as far as I'm concerned, the gold standard in terms of information.

"And then I just tried to think about what issues I wanted to bring forward during my run, what I thought was compelling about the character, and what I thought other people should find compelling about the character. That was really where I started.

"There was also a lot of spot research. For example, I'm used to being able to do just about anything I want to when I write a novel, but you can't always do that in the comic books. If I'm writing an issue and all of a sudden I want to have another superhero in it, or a villain—you have to figure out their history too, before you weave it into your storyline. And you have to get permission from the other editors, and the other writers. Writing comics isn't done in a vacuum; you are constantly reviewing what's been done before you arrived. Much of the research that I've been doing has been the on-the-job training about what it's like to write in this industry. Practical research is a little harder... I mean, you can't really go and visit Paradise Island, so I haven't been able to do that—and yet, if I were able to, I would have been the first one in line."

Her research made her aware of the creators who worked on the Amazon's exploits over the years. "What I find the most intriguing about Wonder Woman's history is that women have not really written her. I know that *William Marston's* wife, *Elizabeth "Sadie" Moulton Marston,* was one of the co-creators and there was another woman before me who wrote her—*Mindy Newell,* who scripted three issues of the original series and co-plotted several issues of the *George Pérez* run. But that seems ridiculous to me! (laughs). Half a century—and only a handful of women were involved? Honestly, to me, that's the no-brainer here! I think that surprised me the most."

Picoult also finds the character quite intriguing. "I think about her like Superman, because she's larger-than-life, slumming in a human world, as opposed to someone like Batman, who obviously is human and ended up elevating himself to the rank of superhero. In that sense, she's slightly different. And I think, in a way, that's put a little bit of distance between her and her readers. It's hard to relate to someone who's stronger, and more powerful, and more iconoclastic than anyone you'd run across in your daily activities."

How does Picoult plan to bridge that gap? "Well, one of the things that we're doing now, and you're seeing some of this in Allan's run, is that Diana Prince is now an alter ego for Wonder Woman, and she's working among these humans that she wants to be with so badly. She's working at the Department of Metahuman Affairs, which brings up a whole new set of problems; because you can want to defend humans and be with humans, but that doesn't necessarily make you one of them. And it's all the little things that trip her up—things that you and I do as a matter of habit , but that would be unfamiliar to Wonder Woman—which are making her, in my mind, more human, a little more relatable to the people who read her. There's a lot of humor in the stuff that I'm writing.

"The other thing that I want to bring out is how hard it is for her to maintain this secret human identity, which is something you've seen before in other superhero characters, but, except for the time she was running some dress shop or something, she hasn't really been doing that!"

Don't look for Picoult to fall into the "woman in peril" plot trap that seemed to define so many of the earl ier Wonder Woman tales. "I don't know why she's always victimized, because to me, that's one of the most attractive things about Wonder Woman—she is the most powerful woman! And that's an amazing and wonderful thing.

"I think one of the beauties of the Wonder Woman character is that she is, to be perfectly obvious, female—and that allows you to explore some themes that other superheroes don't usually address—such as whether a woman who's smart is a threat; how body image figures into a woman's worth; whether a woman is supposed to take charge or sacrifice herself for the greater good..."

While Picoult wouldn't say much about her story arc, she did reveal that "I've been trying to clean up some of the unresolved issues between Wonder Woman and her mother. And that becomes, of course, problematic, because her mother is dead. And I can't say anything else, or I'd have to kill you. (laughs) But that *will* become an issue in my run.

"Also, as she develops this secret human identity as Diana Prince, the people who she is working for want to bring Wonder Woman in for questioning regarding her role in killing Max Lord. And that winds up precipitating a much larger mess..."

Picoult is eager to restore ***Wonder Woman's*** sense of wonder and excitement. "When you're reading ***Wonder Woman,*** you should feel breathless, like something big is going to happen at any minute. But at the same time, a subtler mystery is developing within the character of Wonder Woman, as she tries to figure out the nature of who she is—to others, and to herself. There's also humor in my run—people might be surprised to know that Wonder Woman can deliver some great lines."

Those who have frustrated by the sporadic schedule of the ***Wonder Woman*** relaunch will be happy to hear that Picoult is ahead of schedule on her five-issue run. "My goal was to make sure my artists [*Terry Dodson* and *Drew Johnson*] had all of the books before I leave on tour, and I'm very well set to having that done."

Some readers were concerned about reports that Picoult had not read ***Wonder Woman*** before taking on the assignment—an erroneous report, she explains. "I was misquoted! I *did* read ***Wonder Woman***—just not back to the 1940s. I grew up in the 1960s. I wasn't reading the archived versions back then. In fact, they didn't even *have* archived versions then! I was reading the comics themselves. I would pick up comics sporadically... I used to go get the newspaper on Sundays with my dad, and I would buy a Charms lollipop and a comic book. I did read some of the Marvel stuff, and, naturally, ***Wonder Woman***—I was a girl, and she was a strong woman."

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Readers will have their first opportunity to experience Picoult's ***Wonder Woman*** first-hand on March 28th when ***Wonder Woman #6,*** a $2.99 comic illustrated by *Drew Johnson & Ray Snyder,* is scheduled for release.

by Zack Smith

Courtesy your friendly neighborhood comics outlet!

Comic Shop Newsarama

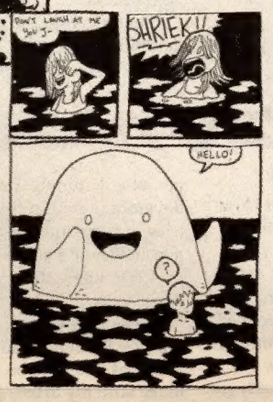
Produced by Comic Shop News in cooperation with Matt Brady and newsarama.com

All Comics In a Day

Can a full twenty-four-page comic book move from concept to finished comic in twenty-four hours? Not only can it be done, but it *is* done on a regular basis as a part of the annual 24 Hour Comics Day event. And now, thanks to event founder *Nat Gertler* and About Comics, readers can enjoy some of the best stories created in conjunction with 24 Hour Comics Day 2006.

The creators spotlighted in the 256-page "best-of" compendium include:

- *Frazer Irving,* who offers an insider's look at the violent mayhem involved in 24 Hour Comics Day;
- *Jeremy Bear,* who presents the tale of a man struggling with an odd conspiracy... or is he?
- *Tita Larasati,* who offers an intriguing look at life as a foreign student in The Netherlands;
- *Roseline Lau,* who shares an offbeat anthropomorphic tale;
- *Edward J. Grug III,* who reveals why "It's Hard Out Here for a Sea Monster";
- *Rodrigo Bravo,* who offers a sprawling action tale;
- *Steve Troop,* who revives characters from his ***Melonpool*** series;
- *Alam Muammar,* who unveils an almost-wordless fairy tale parody;
- *Rob Osborne,* who introduces the star of his next graphic novel, ***The Old Man and the Pants;*** and
- *Ju Hui Judy Han,* who offers a distilled comics version of her PhD thesis in cultural geography (it's more fun that it sounds!).



"Over 1200 cartoonists took part this year," Gertler, founder of 24 Hour Comic Day and editor of ***24 Hour Comics Day Highlights 2006***, explained. "I read a lot of fine work and had a hard time paring it down to the stories listed. These stories aren't just good, they also capture the diversity of what was created on the day. Many books filled with worthwhile stories could be made from all the fine material that was submitted."

Making Gertler's job even tougher, he was limited to only 256 pages this year—slightly more than half the pagecount afforded him in prior years. "While it's a shame to have to say 'no' to so many good stories, keeping the page count down means the book can be priced at less than half the price of last year's. The hope is that bringing the price down to $11.99 will entice more readers than the thicker, more expensive books of the past."

In addition to the ten 24-page stories, the book will also offer art samples and excerpts from other stories and an article about the 24 Hour Comics Day events.

24 Hour Comics Day Highlights 2006, a 256-page digest-sized book, is scheduled for March release.

CrossGen Continues... Sort of...

For a few years *Mark Alessi's* grand experiment to revive the studio system inspired the creation of several amazingly imaginative long-form-serial comic book adventures under the CrossGen imprint. Alas, bad business practices led to the collapse of CrossGen as a publisher—but the material they published nevertheless comprises some of the most exciting comics in the past ten years.

When CrossGen went bankrupt, several of their stories remained uncollected in trade form. Checker Books intends to remedy that with the release of nine trade paperbacks salted to see release beginning in February of 2007.

The nine books will include:

- ***Sojourn Volume Five: A Sorcerer's Tale*** *(February)* - collecting ***Sojourn #s 25-30*** by *Ian Edgington & Greg Land;*
- ***Scion Volume Six: Royal Wedding*** *(March)* - collecting ***Scion #s 34-39*** by *Ron Marz & Jim Cheung;*
- ***Way of the Rat Volume Three: Haunted Zhumar*** *(April)* - collecting ***Way of the Rat #s 13-18*** by *Chuck Dixon & Jeff Johnson;*
- ***Sigil Volume Five: Death Match*** *(May)* - collecting ***Sigil #s 27-32*** by *Chuck Dixon & Scot Eaton;*
- ***The Path Volume Three: Death & Dishonor*** *(June)* - collecting ***The Path #s 13-18*** by *Ron Marz & Matthew Smith;*
- ***The Negation Volume Three: Hounded*** *(July)* - collecting ***Negation #s 13-18*** by *Tony Bedard & Paul Pelletier;*
- ***Sigil Volume Six: Planetary Union*** *(August)* - collecting ***Sigil #s 33-38*** by *Chuck Dixon & Scot Eaton;*
- ***Negation Volume Four*** *(September)* - collecting ***Negation #s 19-24*** by *Tony Bedard & Paul Pelletier;*
- ***Sojourn Volume Six*** *(release date TBD)*

All these collections will be published in a high quality glossy format using the original Crossgen digital files.

"Although the Crossgen experiment was a short-term financial failure fans were thrilled at the creative results," Checker publisher *Mark Thompson* said. "The material speaks for itself and we are proud to bring these titles back into the forefront and collect material published by one of the most exciting comics companies in the history of the art form – our goal is to get their vanguard titles back in print and into the hands of eager fans."

No announcements have been made regarding the possible reissue of earlier CrossGen trade paperbacks, or the fate of other CrossGen books not included in the nine titles listed above.

Before the Movie, a Miniseries!

In case you haven't heard, there's a ***Transformers*** live-action film on the way to theaters courtesy of *Michael Bay* and *Steven Spielberg*—but before it makes its cinematic premiere, the folks at IDW are going to offer comic book fans a chance to get up to speed on the story behind the story.

Transformers: The Movie Prequel, a four-part limited series by *Chris Ryall, Simon Furman, & Don Figueroa* debuting in early 2007, sets the stage for the summer film with a story arc that spans both space and time, taking readers from Cybertron to Earth over the course of a few centuries.

"This is no peripheral movie tie-in," Ryall said. "Rather, it's a fully realized, generations-spanning tale that also sets up and explains much of the backstory in the coming movie. With Paramount and Hasbro's assistance, we're able to show you the characters and explain some situations that are integral parts of the movie. It should also assuage any early fan trepidation and show that this prequel and the movie together are going to comprise quite an epic ***Transformers*** story."

Transformers: The Movie Prequel #1 is slated for late February release.

Passings

Golden Age artist *Jack Burnley,* best known as co-creator of the Golden Age Starman, died on December 19th at the age of 95. Burnley also did a number of covers for DC, as well as working on the syndicated Superman and Batman comic strips, between 1940 and 1947, when he left comics and returned to newspaper illustration.

Acclaimed animator *Joe Barbera,* best known as part of the Hanna-Barbera team, died on December 18th at the age of 95. In his amazingly productive career, he and *Bill Hanna* created almost 2000 hours of animation, including some of the first animated series to successfully appear as part of a major network's prime-time line-up. Their Tom & Jerry animated shorts for MGM rank right up there alongside the best that Warner Bros. had to offer, while their most famous creation, ***The Flintstones,*** ranks alongside some of the best live-action television series of the period. And of course, those of us who grew up in the 1960's will always had fond memories of ***Jonny Quest.*** Add to that ***Yogi Bear, Huckleberry Hound, Space Ghost, Scooby Doo, The Herculoids,*** the 1967 ***Fantastic Four*** cartoon, and you have a better picture of the skills of *William Hanna & Joseph Barbera.* (Hanna preceded Barbera in death, passing in 2001.)

Stan Makes His Dynamic!

Stan Lee, the man so closely associated with Marvel Comics that he has become virtually the face of the company, is hard at work on a line of six historical retrospective books—but these books won't be appearing under the Marvel imprint. Instead, Lee is teaming with Nick Barrucci's Dynamic Forces to create six informative volumes that are intended to serve as guides to the next generation of comic book talents.

The line will kick off in early 2007 with ***Stan Lee's Guide to Writing Comics,*** followed by ***Stan Lee's Guide to Drawing Comics,*** which is slated for release later in the year. Four more books will follow. Lee wrote his first instructional book, ***How to Draw Comics the Marvel Way*** (produced in collaboration with master artist *John Buscema),* almost thirty years ago; these books will offer an updated look at comic book creation.

The six-book deal, the result of months of planning and negotiating, is a dream come true for publisher *Nick Barrucci.* "This is so surreal, that words escape me. I have grown up reading Stan's comics. He's done such an incredible body of work, that he's influenced so many generations of not only comic creators, but literary greats and directors and producers, his legacy speaks for itself.

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Comic Shop News, Inc.

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"This is really a pinnacle for me, as I've known and worked with Stan on many projects in the past, but never one with as much impact as this new venture is going to have. I known so many artists that got started and now have stellar careers in comics based on books like ***How to Draw Comics the Marvel Way.*** It's something that I never could have hoped for as a fellow fan growing up, but something to definitely grab the brass ring and run with it. And this is a brass ring!

"We'll be not only offering Stan's take on art, but also on writing and other important aspects of creating comics, and co-branding with the POW! Imprint. This is something I've waited all my life to do. It's nothing short of 'dynamic,' and I thank Stan and the guys at POW! for entrusting us to bring these incredible instructional and historical books to a new generation of fans!"

Lee is enthusiastic about this opportunity to share his insights with a new generation of hopeful creators. "Wow! It's hard to believe that I wrote ***How to Draw Comics the Marvel Way*** so many years ago! That's why it was a snap for *Nick Barrucci* to convince me it's time to write a follow-up tip sheet about how to draw, together with one telling how to write comics. It was a real blast for me to be working with the great guys at Dynamic Forces and I hope you'll enjoy reading our sure to become best-sellers as much as I enjoyed working on them. Excelsior!"

Lee admits that he hadn't planned on doing more instructional books until Dynamic Forces approached him with the proposal. ""I owe it all to [Dynamic Forces President] Nick Barrucci – it was his idea," Lee said when asked what brought the deal about. "I said to him, 'Nick, the last thing I have time to is write a series of books,' and he said, 'But the world *needs* them, Stan.'

"Well," Lee added with a chuckle, "He had me there!"

Lee's guide to writing comics will focus on the fundamentals that remain essential in good storytelling, regardless of prevailing tastes of trends. "*William Shakespeare* had all the fundamentals down, and *Victor Hugo, Charles Dickens, Mark Twain*, and, gosh, right up to *Neil Gaiman*—and countless others do too," Lee said. "It doesn't matter what the year is, or what the style is, or what character you're writing about, there are fundamentals for writing a story about a character that people will care about.

"Without giving away how you do it – after all, I want somebody to buy the book," Lee joked, "you've got to make the reader *care about the character.* The more you care about the characters, the more your vested in the character, the more your interested in it, and excited by it, the better chance there is for it being successful."

Lee sees obvious examples of this in other media besides comics. "One of the best examples I can think of today is the television show ***Heroes***," Lee said. "You care about those characters, and that's one of the reasons the show is such a success. It's beautifully, beautifully written."

As for the other yet to be formulated retrospectives, Lee said he's okay with books that will look back on his work. "They've been doing that for years anyway – Marvel's been publishing collections of stories that I wrote a million years ago for a while now, so it's not like these retrospectives will be all new material, or things that people haven't seen—but hopefully we'll be able to add some information that they may not know to them.

"Although – the only thing is that it's tougher for me to help out with a retrospective than say, *George Pérez*, because when you're an artist, you can show all the illustrations you've done. What am I going to show, a page that I typed? 'Look, here are some Spider-Man notes I wrote on the back of a napkin from 1965!' It makes it a little tougher—but I'm sure we'll figure something out."

Ins & Outs

In: Variant cover editions of six Dynamite books that have recently sold out at the distributor level.The books getting new covers include:

- ***New Battlestar Galactica #4,*** featuring variant art by *Ebas;*
- ***Battlestar Galactica: Zarek #1,*** featuring variant art by *Stjepan Sejic;*
- ***Darkman Vs. the Army of Darkness #2,*** featuring variant art by *George Pérez;*

- ***Highlander #2,*** featuring variant art by *Giuseppe Camuncoli;*
- ***Lone Ranger #3,*** featuring variant art by *John Cassaday; and*
- ***Red Sonja #17,*** featuring variant art by *Jim Balent.*

Out: "Jack Frost," the two-part story that begins in ***Jack Frost #8,*** will be appearing out of order, sort of. The first part *will* appear before the second... but in between the two will appear a four-part "Jack of Hearts" story that was originally slated to begin in ***Jack of Fables #8.***

Confused? Well, here's the plan: "Jack Frost Part One" appears in ***Jack of Fables #6,*** followed by the four-part "Jack of Hearts" in ***Jack of Fables #s 7-10,*** after which "Jack Frost Part Two" will appear in ***Jack of Fables #11.*** While this is certainly unusual, it's not unprecedented; ***The Authority*** saw a similar "story reorganization" near the end of the Millar-Hitch run.

Continued on page 6

Spend Time With Power Girl!

Okay, it's a mini-bust (and if ever a phrase sounded like an oxymoron, it's "Power Girl mini-bust") and not the real deal—but it *is* a ***Women of the DC Universe Power Girl Mini-Bust*** designed by *Adam Hughes* and sculpted by *John G. Mathews.* Even better, it can be yours, absolutely free, if you're the winner of ***CSN's* Power Girl Giveaway**, sponsored by DC Comics and DC Direct.

We'll be giving away two copies of this mini-bust—one to the winning fan and one to his favorite comic shop. so how can you become the winning fan? Simple: Just answer this question:

Which super-team will guest-star with the Justice Society in a story arc that begins in ***Justice Society of America #5?***

Mail your answer, along with your name and address and the name and address of the comic shop where you get ***Comic Shop News,*** to:

CSN Giveaway
Comic Shop News
2770 Carillon Crossing
Marietta, GA 30066

or e-mail your answer, along with your name and address and the name and address of the comic shop where you get ***Comic Shop News,*** to:

giveaway@comicshopnews.com

A winner will be chosen from all correct answers submitted, and that fan and his favorite comic shop will each receive a copy of the ***Power Girl Mini-Bust.*** The winner will be announced in ***Comic Shop News #1027.*** Please, only enter once; multiple entries will be disqualified.

Stan Lee's
LIGHTSPEED

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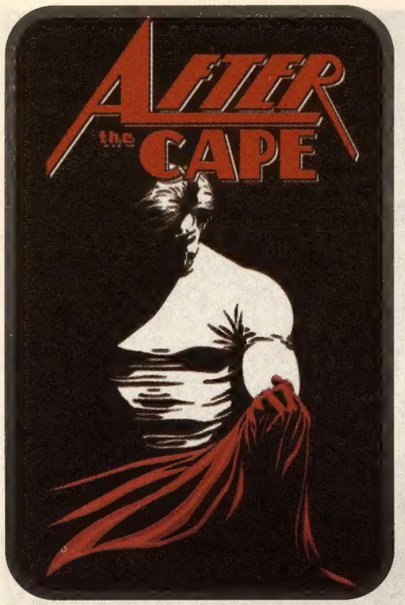


Coming Comics—Image in March

Ethan Falls was once a respected superhero... until his drinking got the better of him. Now he finds he is unable to provide for his young family, and his own sense of failure starts to beckon him towards a life of crime! Will he give in? Find out in ***After the Cape,*** a three-part limited series by *Howard Wong & marco Rudy.*

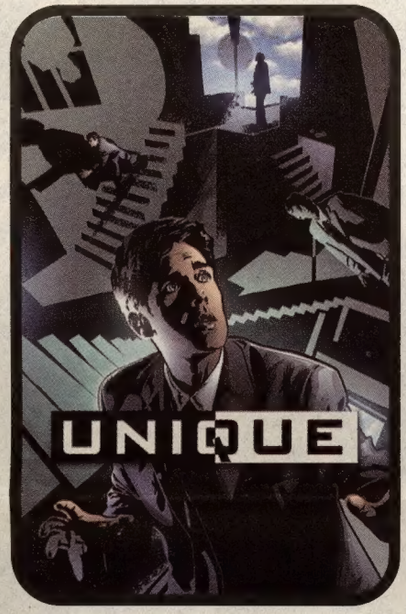
The diabolical detonator returns in ***Bomb Queen III: The Good, The Bad, and the Lovely,*** a four-part limited series that finds *Jim Valentino* joining *Jimmie Robinson* as co-plotter and writer. Revisiting their rivalry from this summer's adventure, Bomb Queen and Blacklight go at it again, this time on Bomb Queen's turf!

When a horndog superhero suddenly dies, it turns out he's left behind more family than the world knows about. Meet the five children of Captain Dynamo in *Jay Faerber & Mahmud Asrar's* ***Dynamo 5*** as they discover that each of them has inherited a different power from their superhero father. Can this dysfunctional non-family become a real superteam? That's the focus of this ongoing series.

When Jack King finds the lair of a vanished superhero in his apartment building, he decides to auction off some of the memorabilia. But Jack's efforts to cash-in attract the attention of the hero's arch-enemy in ***Hero By Night,*** a four-part limited series by *D.J. Coffman.*

Get ready for sixguns and sorcery in ***Texas Strangers #1,*** a Weird West adventure by *Antony Johnston, Dan Evans, & Mario Boon.*

Jon thinks he's seeing things that aren't there—until he discovers that he's slipping into an alternate world! Jon is a Unique, one of the few people with no counterpart on any other parallel Earth, enabling him to move between worlds at will. But now that ability has made him a target in ***Unique #1,*** a value-priced 48-page comic by *Dean Motter & Dennis Calero.*



Unusual Suspects features a hundred pages of all-new material intended to benefit an unusually deserving group: The Hero Initiative, which offers financial assistance to veteran comics creators. The book focuses on a writer run amok as he rolls out story after hilarious story in a dizzying array of genres with an all-star cast of artists!

Image collected editions include:

- ***Bucky O'Hare & the Toad Menace,*** available in a standard edition, a signed edition, and a sketch edition;
- ***Casanova Volume One: Luxuria,*** collecting the first seven issues of the *Matt Fraction-Gabriel Ba* series;
- ***Common Foe,*** collecting the WWII horror series by *Keith Giffen, Shannon Denton, & Jean-Jacques Dzialowski;*
- ***The Cross Bronx Volume One,*** collecting the first four issues of the *Michael Avon Oeming-Ivan Brandon* series;
- ***The Darkness Volume One: Coming of Age,*** collecting the "Coming of Age" story arc by *Garth Ennis & Marc Silvestri;*
- ***Elephantmen: Wounded Animals,*** collecting ***Elephantmen #s 1-7;***
- ***Invincible Volume Eight: My Favorite Martian,*** collecting ***Invincible #s 36-41;***
- ***Phonogram Volume One: Rue Britannia,*** collecting the early issues of the contemporary dark fantasy series; and
- ***The Walking Dead Book 2 HC,*** a hefty 304-page volume collecting ***Walking Dead #s 13-24.***

Coming Comics—Dark Horse in March

Mike Mignola teams with *John Arcudi & Guy Davis* for the Abe Sapien-focused ***B.P.R.D.: Garden of Souls,*** an adventure that sends the B.P.R.D. to the South China Sea and into the jungles of Indonesia as Abe Sapien is forced to confront his past.

The Slayer is back! *Joss Whedon* launches Season Eight of ***Buffy the Vampire Slayer*** only in comic book form with the debut of this new series by Whedon, *Georges Jeanty, & Jo Chen.* Since the destruction of the Hellmouth, the Slayers—newly legion—have gotten organized and are kicking some serious undead butt. But not everything's fun and firearms, as an old enemy reappears and Dawn experiences some serious growing pains...

The Dark Horse series of syroco-styled sculpts of Golden Age DC characters continues with ***Classic DC Character Three: Wonder Woman,*** limited to only 2000 hand-numbered pieces. Each is packaged in a litho-printed tin box and included is a booklet about the character and a vintage-style pinback button.

The syroco-styled series of statues based on *Charles Schulz's* timeless characters continues with ***Classic Peanuts Character Six: Peppermint Patty,*** limited to 650 pieces. Each figure Includes a booklet and button and comes packaged in a tin case.

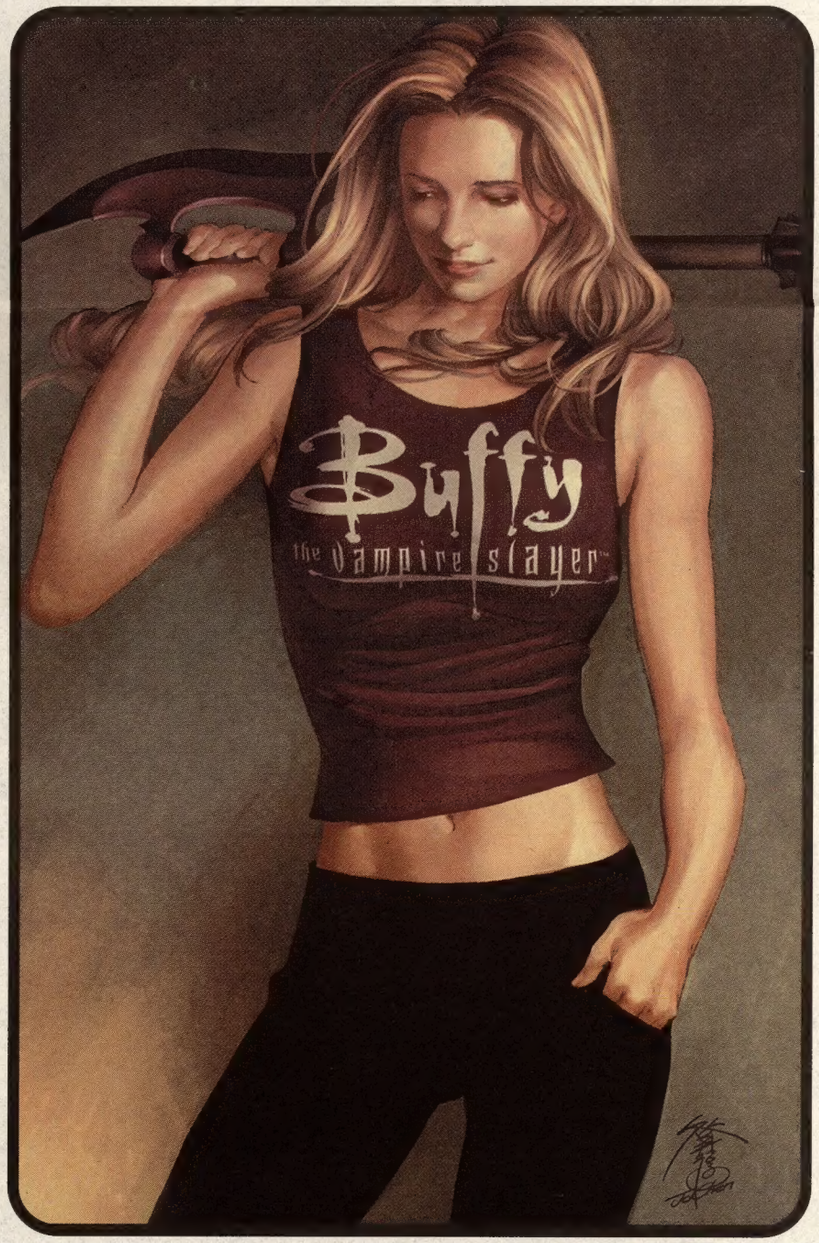
Just when teenage Joonhu Suk thought he was about to discover romance with the girl of his dreams, he finds out that his family is moving... and they've picked one *weird* neighborhood to move to! Enjoy the fun in ***Hanami: International Love Story*** by *Sung Jae Park.*

Liz Sherman is the third ***Hellboy Animated Mini-Bust;*** this 6.5" tall, limited-edition mini-bust captures Liz's fiery personality.

Some of horror's most familiar frights are featured in two wacky super-deformed ***Monster Theater Show PVC Sets.***

Joss Whedon's ***Serenity*** is the focus of the ***Serenity PVC Set,*** which offers painted PVC figures of Jayne, Mal, and River, packaged in a deluxe full-color window box.

Tony Takezaki's sexy space adventure, originally solicited as standalone issues, finally sees print in the ***Space Pinchy Trade Paperback,*** a mature-readers romp that chronicles the exploits of Pinchy and her

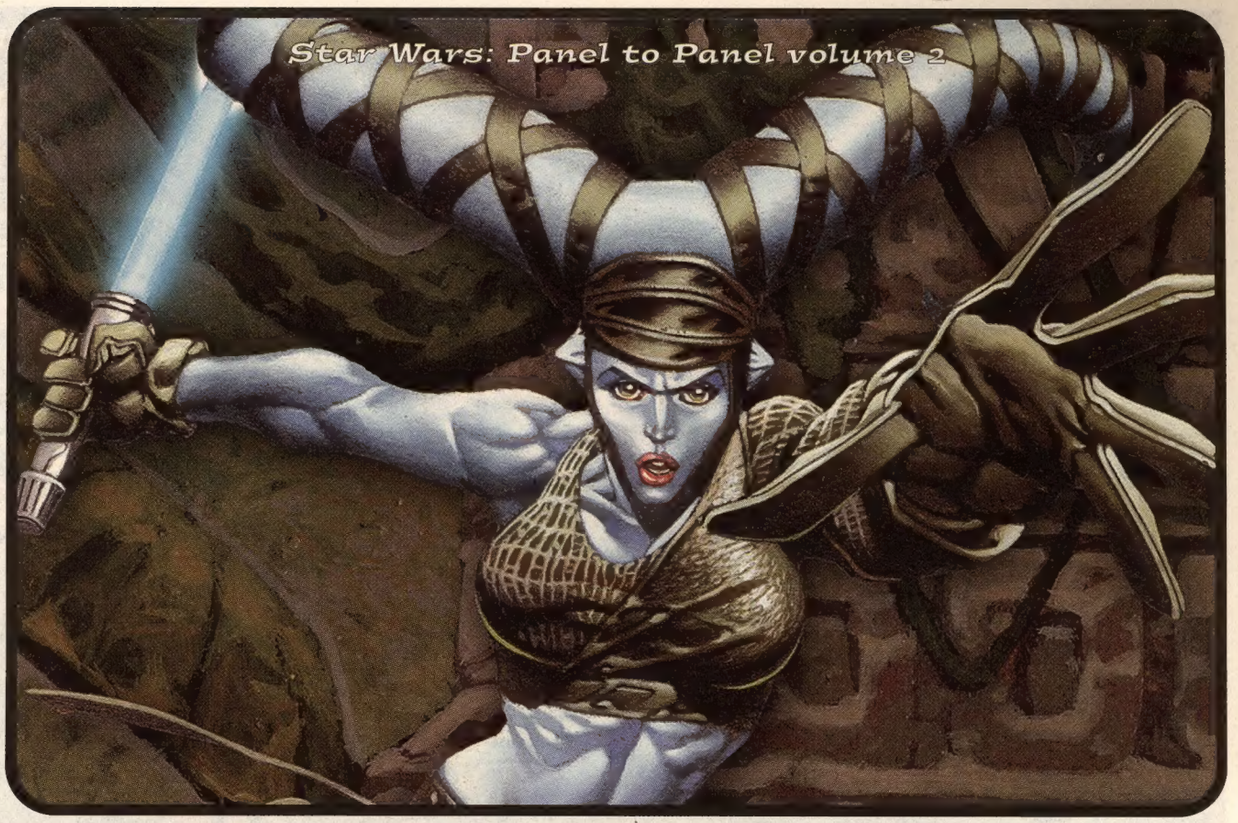


naughty alien companion, Audrey Q as they somehow escape the most dire and ridiculous consequences Takezaki can think up!

Once again, Dark Horse spotlights the art of the dozens of talented illustrators who have contributed to the comic book version of the Star Wars Universe in ***Star Wars: Panel to Panel Volume Two—Expanding the Universe.*** This volume also spotlights the fascinating characters that Dark Horse has contributed to Star Wars' Expanded Universe.

Dark Horse collected editions include:

- ***Conan: The Hall of the Dead & Other Stories,*** featuring the final issues in *Kurt Busiek's* ***Conan*** run along with other tales by *Mike Mignola & Tim Truman,* illustrated by *Cary Nord;*
- ***Fear Agent Volume Two—My War,*** collecting ***Fear Agent #s 5-10;***
- ***Grendel Archive Edition,*** a compact hardcover collection of *Matt Wagner's* earliest Grendel tales from ***Comico Primer #2*** and ***Grendel #1-3;***
- ***Perhapanauts: Second Chances,*** collecting the second cryptozoological caper by *Todd Dezago & Craig Rousseau;*
- ***Star Wars: Knights of the Old Republic—Flashpoint Volume Two,*** collecting ***Knights of the Old Republic #s 7-12;*** and
- ***Star Wars: Thirtieth Anniversary Collection Volume Three—Darth Maul,*** collecting the miniseries by *Ron Marz, Jan Duursema, & Rick Magyar.*



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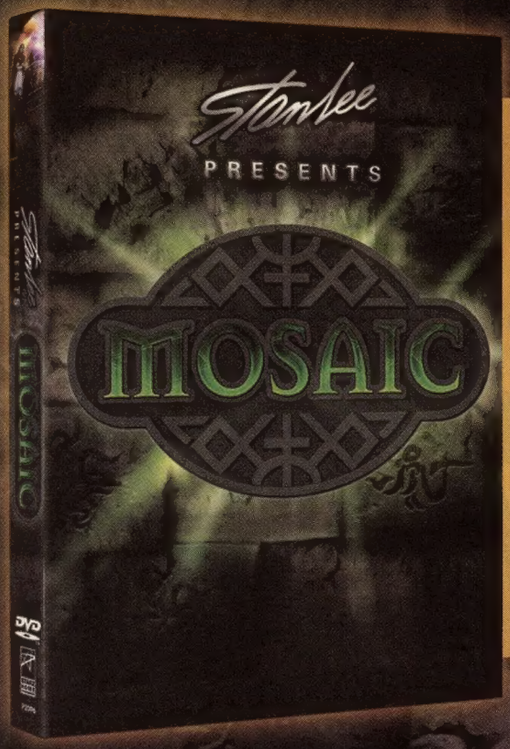

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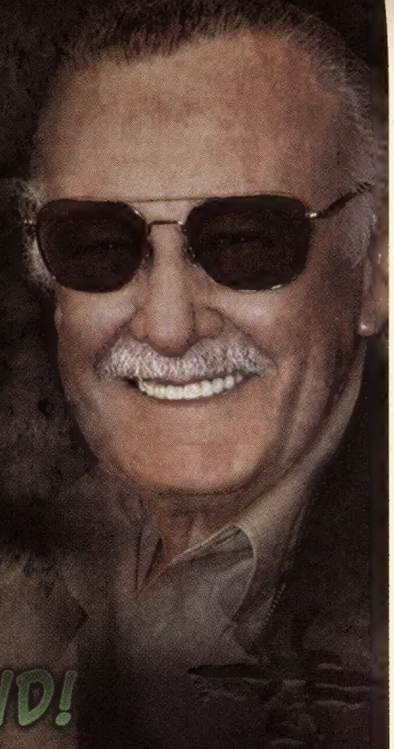

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